

SEGA®

GAME GEAR®



MORTAL KOMBAT®

MIDWAY

AKLAIM
Entertainment, Inc.

INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.



EmuMovies



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ SYSTEM.

HANDLING YOUR CARTRIDGE

- This Cartridge is intended exclusively for the Sega™ Game Gear™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

NOTHING... NOTHING CAN PREPARE YOU...

500 years ago, the shapeshifter Shang Tsung™ was banished from the Outworld to the Mother Realm (Earth) for his crimes. There, with the aid of his pupil Goro™, a hideous half-human dragon, he was to atone for his crimes by unbalancing the furies of the realm, allowing his master Shao Kahn™ and his minions to enter the dominion and rule forever.

He was defeated.



He returned to the Outworld a failure, facing execution at the hands of Shao Kahn™, supreme ruler of the Outworld, the Astral Planes of Shokan and the surrounding kingdoms. With the apparent demise of Goro™, his fate seemed sealed. But Tsung™ told Kahn™ of his plan for revenge, a plot so evil and twisted even Kahn™ was persuaded to grant him one final opportunity to redeem himself. He cleverly lured his adversaries to the bizarre Outworld where they would face a new challenge—a tournament hosted by Shao Kahn™ himself.

Today, the Tournament
Begins... Again!



LET THE TOURNAMENT BEGIN!

1. Make sure the power switch is OFF.
2. Insert your Mortal Kombat® II Game Cartridge as described in your Sega™ Game Gear™ manual.
3. Turn the power switch ON. When you see the Mortal Kombat® II title screen, press START to advance to the Difficulty Screen. You will be presented with the following Difficulties: Easy, Medium, Hard. To select a difficulty, move the D-BUTTON UP or DOWN and press the 1 BUTTON to select.



Next you must select your warrior. The Choose Your Fighter screen has pictures of all the warriors



available to a player. To select a warrior, move the frame onto a warrior using the D-BUTTON. When your choice is framed, press the 1 BUTTON to select him.

To select a warrior randomly, leave the frame on the initial warrior (Liu Kang™ for player 1, Reptile™ for player 2) and press UP and the START BUTTON.

SET DIFFICULTY allows you to set how hard the game will be, from Easy to Hard.

Should a second player desire to enter the tournament, he may link his Gear using the Gear-to-Gear cable. When both players reach their title screens, the Game Gears™ will establish the link, automatically assigning player numbers. Once the link is established, pressing the START BUTTON begins a one-player game, but the second player may join in at any time by pressing the START BUTTON, returning both players to the "Choose Your Fighter" screen where they must each select a warrior.

Existence of second fighter established

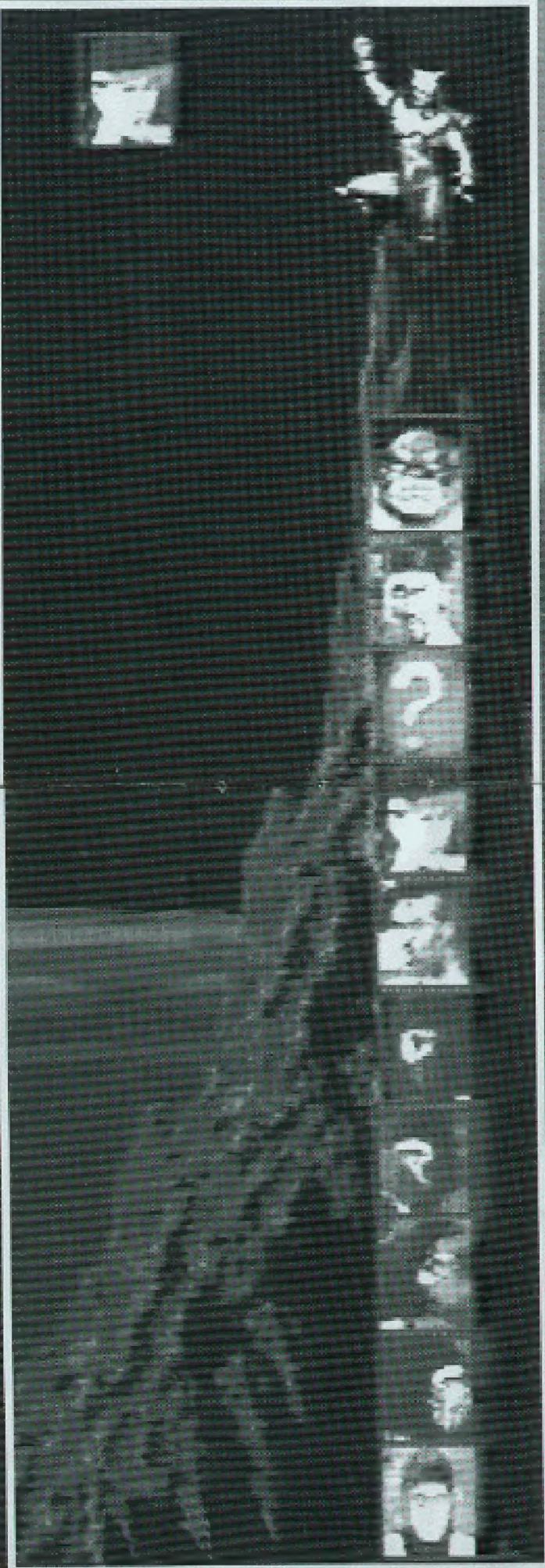
This is kombatant 1

Note: If there is a one-player game in progress, the link will not be established until that game has ended and the machine has cycled back to its title screen. To start a two player game immediately, turn both linked Game Gears™ OFF then ON simultaneously. Should the link be severed during a two player game, both machines will reset.

RULES OF THE OUTWORLD

While the
kombatants in
the original
Shaolin
Tournament for

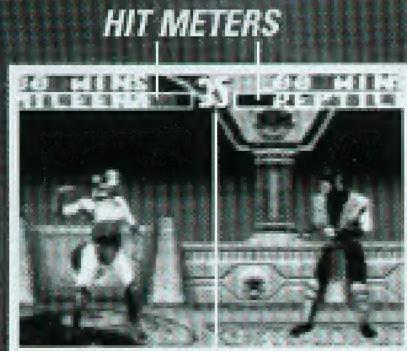
Martial Arts
wagered their
very lives upon
their skills, in
Shao Kahn™'s
Outworld
tournament,
they wager
much more!!!



The Outworld tournament first tests a warrior's fighting skill by pitting him against each of the formidable Earth warriors. In all Mortal Kombat battles, meters in the upper-left and upper-right corners of the screen measure the health of the warriors. The meters begin each round completely red, but each time a warrior is hit, an amount of black signifying the degree of injury is added to his meter. When a warrior's bar becomes completely black, he is knocked out and the round goes to his opponent. Should time run out before either kombatant is knocked out, the warrior with less injury is declared the victor. The first warrior to win two rounds takes the match and moves on to his next opponent.

NOTE: If five rounds pass without a match winner, both kombatants will be disqualified from the tournament.

Once a warrior has defeated the other kombatants in the tournament, he then takes on the first of his Outworld hosts, the demon Shang Tsung™. His youth restored by his master Shao Kahn™, Tsung™ possesses both powerful magic and considerable physical skill.



TIMER

Should a warrior defeat Tsung™, his next opponent is the massive Kintaro™. Kintaro™ is of the same race of half-human dragons which spawned Goro™. Enraged at his comrade's death at the hands of a mere mortal, Kintaro™ sought entrance to the tournament to seek revenge. Shao Kahn™ granted him this privilege in exchange for his servitude.

Defeating Kintaro™ proves a warrior worthy of meeting Shao Kahn™, supreme ruler of the Outworld, in battle. Defeat him to end his rule and become the Supreme Warrior in the Outworld realm!



THE ART OF KOMBAT II:

THE BASIC MOVES:

The art of Kombat is as it has been for thousands of years. A wise warrior will begin his training with the art of defense. Far more valuable than learning how to inflict blows is learning how to avoid or deflect them, for an opponent who attacks is an opponent who is vulnerable to attack. Defensive lessons are as follows (based on default settings):

To Move Forward or Back: Press the D-BUTTON LEFT or RIGHT

To Block: Press the START BUTTON

To Crouch: Press the D-BUTTON DOWN

To Jump: Press the D-BUTTON UP

To Flip Forward or Back: Press the D-BUTTON UP + LEFT or RIGHT

Once defense has been mastered, a warrior can begin to learn the fundamental offensive moves—the punches and kicks.

In combination with strong defensive tactics, these moves are enough to defeat most foes. The fundamental offensive moves are as follows:

To Punch: Press the 1 BUTTON

To Kick : Press the 2 BUTTON

THE ADVANCED MOVES:

The advanced moves use the basic moves as building blocks to form powerful maneuvers. However, although they do more damage, they also are slower. The advanced moves are as follows:

To Uppercut: Press CROUCH + PUNCH

To Foot Sweep: Press DOWN + AWAY + KICK

To Roundhouse: Press AWAY + KICK

To execute a Flying Punch: JUMP or FLIP + PUNCH

To execute a Flying Kick: JUMP or FLIP + KICK

SPECIAL MOVES:

While being a master of Kombat may be enough to win any Earth contest, winning a contest in the hostile Outworld requires more of a warrior. In preparation for this tournament, every warrior has perfected several special moves. These moves often draw upon spiritual or supernatural energies, extreme physical conditioning, or mutant abilities for their effectiveness, and can be especially potent, often devastating an opponent.

WARRIOR WISDOM:

- Patience is a warrior's greatest ally. Wait for your opponent to attack, then counterattack him when he is most vulnerable.
- Timing is crucial to landing many moves. Practice often to learn timing secrets.
- With practice, combinations of moves can be learned which allow a warrior to hit his opponent several times before he has an opportunity to defend himself, making them an invaluable tool.
- Every warrior has different strengths and weaknesses in terms of speed and movement. Discovering these styles allows you to both use them better and combat them better.



WARRIOR PROFILES

LIU KANG™

After winning back the Shaolin Tournament from Shang Tsung™'s twisted clutches and returning him to the Outworld in disgrace, Liu Kang™ returned to his temples. He discovered his sacred home in ruins, his Shaolin brothers lost in a vicious battle with a horde of Outworld warriors, a parting salvo from Tsung™ and his minions. Now he travels into the dark realm to seek revenge...



SPECIAL MOVES:

Standard Fireball: Towards, Towards, Punch

Crouching Fireball: Down, Towards, Punch

Flying Kick: Towards, Towards, Kick

Bicycle Kick:
Hold Kick
for 3 seconds
then release.



REPTILE™

Shang Tsung™'s personal protector, Reptile™ lurks in the shadows stopping all those who would do his master harm. His human form is believed to disguise a horrific reptilian creature whose race was thought extinct millions of years ago. He enters the contest hoping to defeat all and protect his master.



SPECIAL MOVES:

Acid Spit: Towards, Towards, Punch

Force Ball: Away, Away, Punch + Kick

Invisibility: Hold Block + Up, Up, Down,
Release Block, Punch

Slide: Away + Punch + Kick



SUB ZERO™

Thought to have been vanquished in the Shaolin Tournament, Sub Zero™ mysteriously returns. It is believed this secretive member of the Lin Kuei™, a legendary clan of Chinese "ninjas" has traveled into the Outworld to again attempt an assassination of Shang Tsung™. To do so, he must fight his way through Shao Kahn™'s tournament.



SPECIAL MOVES:

Deep Freeze: Down,
Towards, Punch

Ground Freeze: Down,
Away, Kick

Slide: Away + Punch + Kick





SHANG TSUNG™

After losing control of the Shaolin Tournament and returning to the Outworld in disgrace, the shapeshifter Shang Tsung™ promised his ruler, Shao Kahn™, that he could still unbalance the furies and allow Kahn™ to take over the Earth. His plan was to lure the Earth warriors to compete in the Outworld, and then, win or lose, never to let them return. Convinced of this plan, Shao Kahn™ restored Tsung™'s youth.

SPECIAL MOVES:

Flames:

Away, Away, Punch (One)

Away, Away, Towards, Punch (Two)

Away, Away, Towards, Towards, Punch (Three)

Morphs: To morph to any fighter, you must hold the 2 BUTTON (to charge up) then release it and immediately press one of the following directions:

Liu Kang™: Left

Reptile™: Up, Left

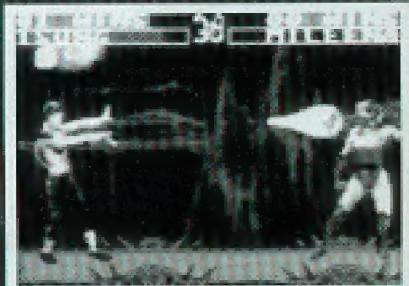
Sub Zero™: Right

Kitana™: Down

Jax™: Down, Right

Mileena™: Up

Scorpion™: Down, Left



KITANA™

Kitana™'s beauty hides her savage role as a personal assassin for Shao Kahn™. Seen talking to an Earth realm warrior, her motives have come under suspicion by her twin sister Mileena™, but, only Kitana™ knows her own true intentions.

SPECIAL MOVES:

Fan Swipe: Away + Punch

Fan Throw: Towards, Towards, Punch + Kick

Fan Lift: Away, Away, Away, Punch

Square Wave Punch:
Towards, Away, Punch



JAX™

Major Jackson Briggs™ was leader of the U.S. Special Forces unit of which Lt. Sonya Blade™ was a member. After receiving a signal from Lt. Blade™, Jax™ embarks on a rescue mission, hoping to retrieve both Sonya™ and the elusive Kano™, wanted criminal and leader of the Black Dragon organization. Sonya™'s trail leads him into the ghastly Outworld, where he believes both Sonya™ and Kano™ to be held prisoner.



SPECIAL MOVES:

Ground Pound: Hold Kick for 3 seconds, then release

Grab: Towards, Towards, Punch

Sonic Wave: Down, Away, Kick

Backbreaker:

Block, while
in air with
opponent



MILEENA™

Serving as an assassin along with her twin sister Kitana™, Mileena™'s dazzling appearance conceals her hideous intentions. At Shao Kahn™'s request, she is asked to watch for her twin's suspected dissension and must put a stop to it at any cost.



SPECIAL MOVES:

Teleport Kick, Towards,
Towards, Kick

Roll Attack: Away,
Away, Down, Kick

Sai Throw: Hold Punch for
2 seconds then release



SCORPION™

This reincarnated specter is back after learning of Sub Zero™'s return. He again stalks the ninja warrior - following him into the dark realm of the Outworld where he continues his personal mission— to avenge the loss of his family at the hands of the Lin Kuei™ clan.



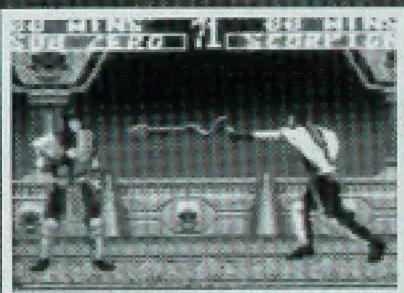
SPECIAL MOVES:

Spear: Away, Away, Punch

Decoy: Down, Away, Punch

Scissor Takedown: Down, Back, Kick

Air Throw: Block, while in air with opponent



KINTARO™

With Goro™ missing, Kintaro™ steps up to take his place as ruler supreme of Shao Kahn™'s armies. Stronger and more agile than his predecessor, he is enraged by Goro™'s defeat. Kintaro™ vows to take revenge on the Earth warriors responsible.





SHAO KAHN™

The supreme ruler of the Outworld, Shao Kahn™ governs the Astral Planes of Shokan and all surrounding kingdoms. Five hundred years ago he banished the shapeshifter Shang Tsung™ into the Mother Realm (Earth) to pay for his crimes.

Shang Tsung™ was to unbalance the furies and create a weakness in Earth's dimensional gates. This weakness in the gates would allow Kahn™ and his minions to forever walk the Earth and plague its inhabitants to a dark and

chaotic existence. Only then would Shang Tsung* be cleared of his offense and the curse be lifted.



NOTES

AVAILABLE
IN DECEMBER
WHILE SUPPLIES
LAST!



MORTAL KOMBAT®

**KICK INTO ACTION
WITH MORTAL KOMBAT®
FIGURES AND ACCESSORIES!**

*If you think you're tough enough
to hit the next level in
hand-to-hand kombat, checkout:*

- **JOHNNY CAGE™**
- **LIU KANG™**
- **RAYDEN™**
- **SUB-ZERO™**

**Action Figures with shooting weapons
and "Ninja Action" moves!**

Fight back with
• **KANO'S™ KOMBAT CYCLE™ &**
• **REPTILE'S™ DRAGON MK-1™ ATTACK BOAT!**
Each with a shooting launcher!

AGE CODE: RATED 10 & UP.
Caution: Do not aim
weapons at eyes or face.

HASBRO TOY
A Division of Hasbro, Inc.

© 1994 Hasbro, Inc. All Rights Reserved.
© 1992 MORTAL KOMBAT® is a trademark of
Midway® Manufacturing Company.
All Rights Reserved. Used Under License.

MORTAL KOMBAT® - It's not just a game anymore!

ACCLAIM® LIMITED WARRANTY

Acclaim® warrants to the original purchaser only of this Acclaim® software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Acclaim® software program is sold "as is," without express or implied warranty of any kind, and Acclaim® is not liable for any losses or damages of any kind resulting from use of this program. Acclaim® agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Acclaim® software product, postage paid with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Acclaim® software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM®. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM® BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM® ENTERTAINMENT SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs / Service After Expiration of Warranty - If your cartridge requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Acclaim® Hotline/Consumer Service Dept. (516) 624-9300

Marketed by Acclaim®. Distributed by Acclaim Distribution, Inc.
71 Audrey Avenue, Oyster Bay, New York 11771

MORTAL KOMBAT® II © 1993 Licensed from Midway® Manufacturing Company.
All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc.
© & © 1994 Acclaim Entertainment, Inc. All Rights Reserved.

Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 62-205605 (Pending).

AVAILABLE ON GENESIS!



NOTHING, NOTHING
CAN PREPARE YOU

MIDWAY

Acclaim
ENTERTAINMENT, INC.

SEGA, GENESIS AND GAME GEAR ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED.

MARKETED BY ACCLAIMTM, DISTRIBUTED BY ACCLAIM DISTRIBUTION, INC., 71 AUDREY AVENUE, OYSTER BAY, NY, 11771

PRINTED IN JAPAN